

# Game Box storefront Enschede (final assignment M1)

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## Synopsis

We have recreated the [Game Box Store](#) in Enschede.



As visible in the images, we have recreated the storefront, the brick building surrounding it and a pavement at the bottom. We also recreated the logo and banner, the window panels including texts and the coloured lines. We also made a reflection on the panels and a cyclist passing by as animations.

## Usage & interactions

- **Click a colored square in the logo:** this changes the color of the title text and the biker's shirt.
- **Press Space:** this makes the biker appear and makes them ride across the screen from left to right.
- **Mouse movement:** you can move the reflection across the window panels using the mouse by simply hovering over them.
- **Startup popup:** a short message is shown explaining how to interact with the program for seven seconds at the start.

## Architecture

### game\_box:

- The main file, which has all elements and user interactions
- Contains setup, draw, mousePressed(), keyPressed()

### Storefront:

- Draws the store frame and borders
- Contains display() -> displays the above mentioned

### LogoBanner:

- Displays the "THE GAME BOX" text and a 3x3 color selector grid
- Contains display(), handleClick() -> renders text and color blocks, returns selected color

**GlassPanels:**

- Makes 3 tinted glass panels with reflections and the Gamebox texts
- Contains displaywithreflection() -> draws translucent rectangles and light streaks

**Background:**

- Creates a brick wall pattern using a nested loop, as well as the pavement
- drawBrickWall(), drawPavement()

**ColoredLine:**

- Creates the colored lines on the glass
- display() -> draws a line with color and thickness

**Reflection:**

- Holds the parameters for the reflection which is used for the values for the glass reflection
- Strength, width, feather, jitter

**Bicycle:**

- Draws and animates a biker moving left to right
- update(), display() -> moves position, renders wheels, frame and rider

**Popup:**

- Displays instructional message on the screen
- showMessage() -> shows text box

**NeonText:**

- Glowing effect for the store title and slogan
- display()

**Diagram**